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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/692,997	10/20/2000	Kenneth J. Klask	M-6017-1C US	7307
32566	7590	04/21/2005	EXAMINER	
PATENT LAW GROUP LLP 2635 NORTH FIRST STREET SUITE 223 SAN JOSE, CA 95134			BONSHOCK, DENNIS G	
			ART UNIT	PAPER NUMBER
			2173	

DATE MAILED: 04/21/2005

Please find below and/or attached an Office communication concerning this application or proceeding.

<b>Office Action Summary</b>	<b>Application No.</b> 09/692,997	<b>Applicant(s)</b> KLASK, KENNETH J.	
	<b>Examiner</b> Dennis G. Bonshock	<b>Art Unit</b> 2173	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

### Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

### Status

- 1) ☒ Responsive to communication(s) filed on 05 January 2005.
- 2a) ☒ This action is **FINAL**.                      2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

### Disposition of Claims

- 4) ☒ Claim(s) 22-48 is/are pending in the application.
- 4a) Of the above claim(s) 45-48 is/are withdrawn from consideration.
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 22-44 is/are rejected.
- 7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.
- 8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

### Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on \_\_\_\_\_ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.  
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

### Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All    b) ☐ Some \*    c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- \* See the attached detailed Office action for a list of the certified copies not received.

### Attachment(s)

- |  |   |
|--|---|
| 1) <input type="checkbox"/> Notice of References Cited (PTO-892)   | 4) <input type="checkbox"/> Interview Summary (PTO-413)<br>Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)                                   | 5) <input type="checkbox"/> Notice of Informal Patent Application (PTO-152)             |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)<br>Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____  |

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***Final Rejection***

***Response to Amendment***

1. It is hereby acknowledged that the following papers have been received and placed on record in the file: Amendment as received on 01-05-05.

Claims 22-48 have been examined.

Status of Claims:

2. Claims 22-44 are rejected under 35 U.S.C. 103(a) as being unpatentable over Dye, patent #5,995,120 and Margulis, patent #6,118,462.

3. Claims 45-48 have been withdrawn by the applicant.

***Claim Rejections - 35 USC § 103***

4. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

5. Claims 22-44 are rejected under 35 U.S.C. 103(a) as being unpatentable over Dye, patent #5,995,120 and Margulis, patent #6,118,462.

6. With regard to claim 22, Dye teaches, a system that uses a GUI controller to provide for more efficient graphics management than a embedded controller alone (see column 2, lines 32-62), a screen that displays current information and allows for user input, the input can change a GUI property of the display, which is reflected on the display (see column 3, line 62 through column 4, line 20 and column 28, lines 19-34), the IMC generating video signals for driving the display, where the display (for which the

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user uses to interact with a user) is directly coupled to the IMC (see column 9, lines 59-67 and in figure 3C), the I/O (used to interact with the user) being coupled directly to the bus that the IMC is on (see column 10, lines 7-30 and in figures 2 and 3C), a system of using multiple buffers to provide the information for displaying the GUI on the screen and for buffering information that corresponds to a new interface (a change) (see column 21, lines 26-58), the use of opcode for attributes of objects or windows, whether it be for maintain a screen display or to effect a change to a different screen (see column 32, lines 33-55 and column 28, lines 13-25), a GUI library (see column 21, lines 27-36), sets of executable code (executable by the CPU) for rendering the display (see column 3, line 61 through column 4, line 7), graphics data stored in a frame buffer (see column 10, lines 59-61), a processor for handling inputs and rendering a GUI (see column 3, line 61 through column 4, line 7), the processor connected to an input device and a digital to analog converter (see column 3, lines 27-43 and column 1, lines 37-37), the processor connected to memory via a memory bus (see column 2, lines 62-66), a CPU for executing codes for the objects and a frame buffer for rendering objects to the interface (see column 32, lines 33-55, column 11, lines 21-35, and column 10, lines 59-61), and a pixel serialized coupled to the display for refreshing, and object rendering (see column 30, lines 34-55). Dye teaches a graphics controller that is embedded in a memory controller, but doesn't specifically teach the use of two separate and distinct controllers. Margulis teaches a system using a graphics controller, similar to that of Dye, but further teaches, in column 2, line 62 through column 3, line 30 and in figure 2, a system with distinct system and graphics controllers each having their own

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controller specific memory. It would have been obvious to one of ordinary skill in the art, having the teachings of Dye and Margulis before him at the time the invention was made to modify the controller system of Dye, to separate the two controllers. One would have been motivated to make such a combination because Dye teaches two similar controllers, but combines them to minimize memory transfers, similar to that of Margulis.

7. With regard to claim 23, Dye teaches, a system that uses a GUI controller to provide for more efficient graphics management than a embedded controller alone (see column 2, lines 32-62), a system of using multiple buffers to provide the information for displaying the GUI on the screen and for buffering information that corresponds to a new interface (a change) (see column 21, lines 26-58), the use of opcode for attributes of objects or windows, whether it be for maintain a screen display or to effect a change to a different screen (see column 32, lines 33-55 and column 28, lines 13-25), a GUI library (see column 21, lines 27-36), sets of executable code (executable by the CPU) for rendering the display (see column 3, line 61 through column 4, line 7), graphics data stored in a frame buffer (see column 10, lines 59-61), a processor for handling inputs and rendering a GUI (see column 3, line 61 through column 4, line 7), the processor connected to an input device and a digital to analog converter (see column 3, lines 27-43 and column 1, lines 37-37), the processor connected to memory via a memory bus (see column 2, lines 62-66), a CPU for executing codes for the objects and a frame buffer for rendering objects to the interface (see column 32, lines 33-55, column 11, lines 21-35, and column 10, lines 59-61), and a pixel serialized coupled to the display

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for refreshing, and object rendering (see column 30, lines 34-55). Dye teaches a graphics controller that is embedded in a memory controller, but doesn't specifically teaches the use two separate and distinct controller. Margulis teaches a system using a graphics controller, similar to that of Dye, but further teaches, in column 2, line 62 through column 3, line 30 and in figure 2, a system with distinct system and graphics controllers each having their own controller specific memory, and in column 1, lines 48-53, the output device being a flat panel monitor. It would have been obvious to one of ordinary skill in the art, having the teachings of Dye and Margulis before him at the time the invention was made to modify the controller system of Dye, to separate the two controllers. One would have been motivated to make such a combination because Dye teaches two similar controllers, but combines them to minimize memory transfers, similar to that of Margulis.

8. With regard to claim 24, which teaches an output device coupled to the frame buffer to receive the GUI, the output device displaying the GUI to the user, column 3, lines 36-44 and column 10, lines 59-61, a frame buffer coupled to the Display for providing a GUI to the display.

9. With regard to claims 25 and 36, which teach the output device being an LCD, Margulis teaches, in column 1, lines 48-53, the output device being a flat panel monitor.

10. With regard to claim 26, which teaches a pixel serializer coupled between a frame buffer and the LCD, for outputting each line of the GUI in the buffer to the LCD, Dye teaches, in column 30, lines 34-55, a pixel serialized coupled to the display for

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refreshing and object rendering, the objects having been stored in a frame buffer (see column 10, lines 59-61).

11. With regard to claims 27 and 37, which teach the source external to the first controller being an input device, the parameter being a command from the user to the second controller for controlling the device, and the processor communicating the parameter with the source by receiving the command from the input device, Dye teaches, in column 28, lines 13-25, the system being usable to accept commands input by a user through an input device, where processing will take place in the IMC.

12. With regard to claims 28 and 38, which teach executable code comprising instructions for the processor to send the command to the second controller, the method further comprising the processor sending the command to the second controller, Margulis teaches, in column 2, line 62 through column 3, line 30 and in figure 2, the processor sending commands to a second controller.

13. With regard to claims 29 and 39, which teach the input device being one of a touch screen, a key pad, an infrared remote, and a voice decoder, Dye teaches, in column 1, lines 32-37, I/O coming from various I/O devices, including a keyboard, etc.

14. With regard to claims 30 and 40, which teach the GUI object being one of a button and a list, Dye teaches, in column 28, lines 13-25, the user interface having clickable GUI objects.

15. With regard to claims 31 and 41, which teach the source external to the first controller being a second controller and the parameters being a status of the device from the second controller to the user, and the processor communicating the parameter



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with the source by receiving the status from the second controller, Dye teaches, in column 27, lines 15-25, refreshing of the display responsive to user requests, in the system with two distinct controllers taught by Margulis.

16. With regard to claims 32 and 42, which teach the GUI object being a text field, Dye teaches, in column 5, lines 40-46, the GUI object being a text field.

17. With regard to claims 33 and 43, which teach an second memory coupled to the processor the second memory storing the document, the processor buffering the document form the another memory to the at least one memory, Margulis teaches, in column 2, line 62 through column 3, line 30 and in figure 2, a system in which each controller has its own associated memory where items need be passed between memories for processing/displaying. Items are passed from the graphics controller memory to the system controller memory for processing, and passed from the system controller memory to the graphics controller memory for display.

18. With regard to claims 34 and 44, which teach the second controller further comprising another memory storing the document, the second controller reading the document form the another memory and sending the document to the first controller, the first controller storing the document in the at least one memory, Margulis teaches, in column 2, line 62 through column 3, line 30 and in figure 2, a system in which each controller has its own associated memory where items need be passed between memories for processing/displaying. Items are passed from the graphics controller memory to the system controller memory for processing, and passed from the system controller memory to the graphics controller memory for display.



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19. With regard to claim 35, which teaches a system that uses a GUI controller to provide for more efficient graphics management than a embedded controller alone (see column 2, lines 32-62), a screen that displays current information and allows for user input, the input can change a GUI property of the display, which is reflected on the display (see column 3, line 62 through column 4, line 20 and column 28, lines 19-34), a system of using multiple buffers to provide the information for displaying the GUI on the screen and for buffering information that corresponds to a new interface (a change) (see column 21, lines 26-58), the use of opcode for attributes of objects or windows, whether it be for maintain a screen display or to effect a change to a different screen (see column 32, lines 33-55 and column 28, lines 13-25), a GUI library (see column 21, lines 27-36), sets of executable code (executable by the CPU) for rendering the display (see column 3, line 61 through column 4, line 7), graphics data stored in a frame buffer (see column 10, lines 59-61), a processor for handling inputs and rendering a GUI (see column 3, line 61 through column 4, line 7), and a CPU for executing codes for the objects and a frame buffer for rendering objects to the interface (see column 32, lines 33-55, column 11, lines 21-35, and column 10, lines 59-61). Dye teaches a graphics controller that is embedded in a memory controller, but doesn't specifically teaches the use two separate and distinct controller. Margulis teaches a system using a graphics controller, similar to that of Dye, but further teaches, in column 2, line 62 through column 3, line 30 and in figure 2, a system with distinct system and graphics controllers each having their own controller specific memory. It would have been obvious to one of ordinary skill in the art, having the teachings of Dye and Margulis before him at the time

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the invention was made to modify the controller system of Dye, to separate the two controllers. One would have been motivated to make such a combination because Dye teaches two similar controllers, but combines them to minimize memory transfers, similar to that of Margulis.

### ***Response to Arguments***

20. The arguments filed on 01-05-05 have been fully considered but they are not persuasive. Reasons set forth below.

21. The applicants' argue that Dye does not disclose a "GUI controller" having a "memory" that stores a document for defining the appearance of the GUI, and a "GUI processor" that handles the GUI according to the document.

22. In response, the examiner respectfully submits that Dye teaches, in column 11, lines 36-49, a memory with graphics data attached to the IMC. Dye further teaches, in column 2, lines 55-60, the graphics controller comprising memory, graphics, and audio processing capabilities.

23. The applicants' argue that is the CPU in Dye that executes the codes to draw windows/objects and interact with the user.

24. In response, the examiner respectfully submits that Dye teaches, in column 9, lines 59-67, that the IMC generates video signals for driving the display. This can further be shown in figure 3C where the display (which is used to interact with a user) is directly coupled to the IMC. Dye further teaches, in column 10, lines 7-30 and in figures 2 and 3C, the I/O (used to interact with the user) being coupled directly to the bus that the IMC is on. In response to applicant's argument that the references fail to

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show certain features of applicant's invention, it is noted that the features upon which applicant relies (i.e., operations completely independent of the CPU) are not recited in the rejected claim(s). Although the claims are interpreted in light of the specification, limitations from the specification are not read into the claims. See *In re Van Geuns*, 988 F.2d 1181, 26 USPQ2d 1057 (Fed. Cir. 1993).

25. The applicants' argue that Dye does not disclose a "GUI object library" that stores codes defining the appearance and functionality of GUI objects.

26. In response, the examiner respectfully submits that Dye teaches, in column 21, lines 27-36, the system accessing supplemental libraries that contain application data such as 2-D and 3-D constraints, number of bits per pixel, and area, which a window works. These help in the rendering of the objects appearances and functions. The claim, furthermore, only requires sets of executable codes for rendering the GUI object.

### ***Conclusion***

27. **THIS ACTION IS MADE FINAL.** Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

28. A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of

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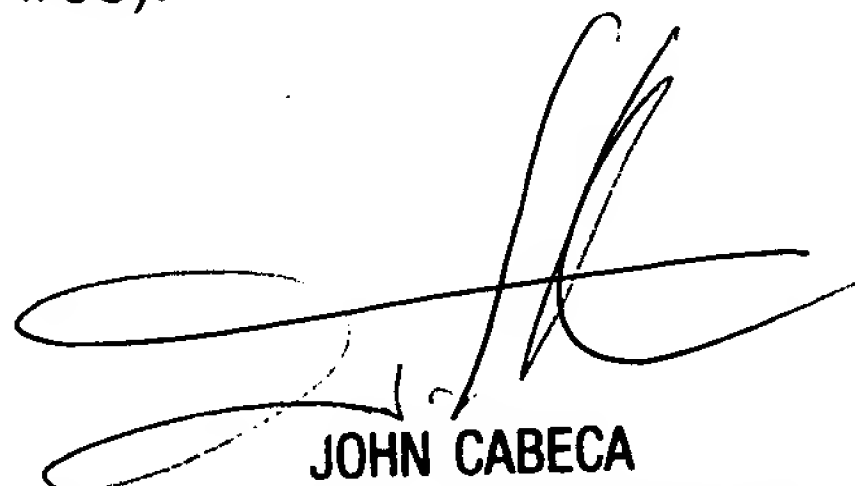
the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of this final action.

29. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Dennis G. Bonshock whose telephone number is (571) 272-4047. The examiner can normally be reached on Monday - Friday, 6:30 a.m. - 4:00 p.m.

30. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, John Cabeca can be reached on (571) 272-4048. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

31. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

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